

INSTRUCTIONS FOR COMPLETING THE WEBMASTER LICENSE AGREEMENT

1. Please **print two (2) copies** of the Webmaster License Agreement.

On each copy of the Webmaster License Agreement:

- a. Fill in your company information in the spaces provided on Page 1.
 - b. Fill in the information requested in Paragraph 3.1. **Refer to the Adult Entertainment section of our website for the appropriate contract administration fee.**
 - c. Enter any Subsidiary information in Exhibit A. Paragraph 1.1 of the Agreement defines a "Subsidiary" as "any enterprise (a company, person, or group of persons, whether incorporated or not) in which Company currently has greater than a fifty percent (50%) ownership interest."
 - d. Enter all websites you legally own in Exhibit B.
 - e. Enter the requested information in your signature block on Page 10.
 - f. Sign the Agreement.
2. **Write a check** payable in United States Dollars to "**AMTC**" for the full Initial Royalty Payment for the first Royalty Period and the appropriate contract administration fee, as set forth in Paragraph 3.1 of the Webmaster License Agreement. If you choose to pay by credit card, please complete the Credit Card Payment Form on the following page.
 3. Please **return both originals** of the Webmaster License Agreement **and your check** (or completed credit card form) to:

Acacia Media Technologies Corporation
Attn: Licensing Department
500 Newport Center Drive, 7th Floor
Newport Beach, CA 92660

We will countersign both originals of the Webmaster License Agreement and forward one fully executed original to you for your files.

If you have any questions regarding the Webmaster License Agreement or payment, please email us at info@acaciares.com.

Acacia Media Technologies Corporation

Credit Card Payment Form

Visa/MasterCard

Card #

Card Member Name

(Exactly as it appears on card)

Expiration Date (MMYY)

CVV2 (Card Verification Value 2)

(3 digit # on signature strip)

Statement Street Address

Statement Zip Code

Dollar Amount of Transaction

Invoice #